

## Claims

We claim:

1. A entrance-exchange structure, comprising:

scrip; and

a game of uncertain outcome adapted to be played by at least one player, wherein a house is adapted to pay a player of the at least one player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player, and wherein the currency is selected from the group consisting of cash plus scrip and scrip.

2. The entrance-exchange structure of claim 1,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate  $E^{S-I}_0$  for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then

the player may exchange the portion of the scrip with the outside vendor  $V_i$  at a scrip-to-items exchange rate  $E^{S-I}_i$  for at least one item provided by the outside vendor  $V_i$

such that i is selected from the group consisting of 1, 2, ..., and N, and

12 the outside vendor  $V_i$  may exchange a percentage of the portion of the scrip with  
13 the house for cash at the scrip-to-cash exchange rate  $E^{S-C}_i$  such that  $i$  is selected from the  
14 group consisting of 1, 2, ..., and  $N$ .

1 3. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the  
2 house vendor.

1 4. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the  $N$   
2 outside vendors.

1 5. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the  
2 house vendor plus the  $N$  outside vendors.

1 6. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  $N$   
2 outside vendors, then two or more outside vendors of the  $N$  outside vendors do not provide a  
3 same or essentially similar item or items in exchange for the scrip.

1 7. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  $N$   
2 outside vendors, then  $N$  is at least 2 and  $E^{S-I}_i$  is independent of  $i$  such that  $E^{S-I}_i$  is constant, for  $i =$   
3 1, 2, ..., and  $N$ .

8. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S-C}_i$  is independent of i such that  $E^{S-C}_i$  is constant, for i = 1, 2, ..., and N.

9. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for i = 1, 2, ..., and N.

10. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for i = 1, 2, ..., and N.

11. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for i = 1, 2, ..., and N.

12. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the N outside vendors.

13. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to

3 a subset of the N outside vendors.

1 14. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N  
2 outside vendors then two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent  
3 profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the  
4 outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside  
5 vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

1 15. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  
2 house vendor then  $\Phi_{P,0} > 0$ , and wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the  
3 house vendor.

1 16. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  
2 house vendor then  $\Phi_{H,0} > 0$ , and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning  
3 as the house vendor.

1 17. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  
2 house vendor then  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation  
3 to the house vendor, and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the  
4 house vendor.

1 18. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  
2 house vendor, then the game of uncertain outcome is a positive sum game in relation to the house  
3 vendor such that  $\Phi_{H,0} > 0$ .

1 19. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  
2 house vendor, then the game of uncertain outcome is a positive participant game in relation to the  
3 house vendor.

1 20. The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a  
2 positive sum game in relation to each vendor of the at least one vendor.

1 21. The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a  
2 positive sum game in relation to a first vendor of the at least one vendor.

1 22. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that  
2 the player cannot lose more than P percent of the player's initial betting capital, and wherein P is  
3 in a range of  $0 \leq P < 100$ .

1 23. The entrance-exchange structure of claim 22, wherein P does not exceed 50.

1 24. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that  
2 the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ .

1 25. The method of claim 24, wherein if the at least one vendor includes the house vendor then the  
2 house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  
3  $E^{S-I}_0$ .

1 26. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that  
2 the game of uncertain outcome is a positive sum game.

1 27. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that  
2 the game of uncertain outcome is a positive participant game.

1 28. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N  
2 outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  
3  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ ,  
4 wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for  
5 the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

1 29. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome is  
2 adapted for sequential betting by the player when the game of uncertain outcome is played by the  
3 player, wherein the takehome to the player from the house is adapted to provide the player with  
4 an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  
5  $0 \leq C < 1$  and  $S > 0$ .

1 30. The entrance-exchange structure of claim 29, wherein S/C is constant.

1 31. The entrance-exchange structure of claim 1, wherein the betting by the player comprises  
2 betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

1 32. The entrance-exchange structure of claim 1, wherein the betting by the player comprises  
2 betting by bettable scrip.

1 33. The entrance-exchange structure of claim 32, wherein the bettable scrip is conditionally  
2 bettable.

1 34. The entrance-exchange structure of claim 1, wherein the house comprises a casino.

1 35. The entrance-exchange structure of claim 1, wherein the house comprises a computer casino.

1 36. The entrance-exchange structure of claim 35, wherein the player interacts with the computer  
2 casino over a data communication medium selected from the group consisting of an Internet, an  
3 Intranet, a cable television network, a telephone network, a wide area network, a satellite  
4 network, a short wave radio network, and a combination thereof.

1 37. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome  
2 comprises a casino game.

1 38. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome includes  
2 an event selected from the group consisting of a lottery and a sporting event.

1 39. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome  
2 comprises a game of chance.

1 40. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome  
2 comprises a game of skill.

2025 RELEASE UNDER E.O. 14176



1 41. A method of executing a entrance-exchange structure, comprising:

2 participating in a game of uncertain outcome by a first party selected from the group  
3 consisting of a player and a house, wherein the game of uncertain outcome is being played by the  
4 player, wherein a house is adapted to pay the player a takehome in a currency for a win of the  
5 game of uncertain outcome by the player based on betting by the player, and wherein the  
6 currency is selected from the group consisting of cash plus scrip and scrip; and

7 dealing with the scrip by the first party, wherein if the first party is the player then the  
8 dealing by the player comprises receiving from the house the takehome for the win, and wherein  
9 if the first party is the house then the dealing by the house comprises giving to the player the  
10 takehome for the win.

1 42. The method of claim 41,

2 wherein at least one vendor exists such that the at least one vendor is selected from the  
3 group consisting of a house vendor, N outside vendors such that N is at least 1, and the house  
4 vendor plus the N outside vendors;

5 wherein if the at least one vendor includes the house vendor, then a player may exchange  
6 a portion of the scrip at a scrip-to-items exchange rate  $E^{S-I}_0$  for at least one item provided by the  
7 house vendor; and

8 wherein if the at least one vendor includes the N outside vendors, then

9 the player may exchange the portion of the scrip with the outside vendor  $V_i$  at a  
10 scrip-to-items exchange rate  $E^{S-I}_i$  for at least one item provided by the outside vendor  $V_i$ ,

11 such that i is selected from the group consisting of 1, 2, ..., and N, and

12 the outside vendor  $V_i$  may exchange a percentage of the portion of the scrip with  
13 the house for cash at the scrip-to-cash exchange rate  $E^{s-c}_i$  such that  $i$  is selected from the  
14 group consisting of 1, 2, ..., and  $N$ .

1 43. The method of claim 42, wherein the at least one vendor consists of the house vendor.

1 44. The method of claim 42, wherein the at least one vendor consists of the  $N$  outside vendors.

1 45. The method of claim 42, wherein the at least one vendor consists of the house vendor plus the  
2  $N$  outside vendors.

1 46. The method of claim 42, wherein if the at least one vendor includes the  $N$  outside vendors,  
2 then two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially  
3 similar item or items in exchange for the scrip.

1 47. The method of claim 42, wherein if the at least one vendor includes the  $N$  outside vendors,  
2 then  $N$  is at least 2 and  $E^{s-i}_i$  is independent of  $i$  such that  $E^{s-i}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

1 48. The method of claim 42, wherein if the at least one vendor includes the  $N$  outside vendors,  
2 then  $N$  is at least 2 and  $E^{s-c}_i$  is independent of  $i$  such that  $E^{s-c}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

49. The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

50. The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

51. The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

52. The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the N outside vendors.

53. The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the N outside vendors.

54. The method of claim 42, wherein if the at least one vendor includes the N outside vendors then two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor

4  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1$ ,  
5 2, ..., and N.

1 55. The method of claim 42, wherein if the at least one vendor includes the house vendor then  
2  $\Phi_{P,0} > 0$ , and wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor.

1 56. The method of claim 42, wherein if the at least one vendor includes the house vendor then  
2  $\Phi_{H,0} > 0$ , and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

1 57. The method of claim 42, wherein if the at least one vendor includes the house vendor then  
2  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house  
3 vendor, and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

1 58. The method of claim 42, wherein if the at least one vendor includes the house vendor, then  
2 the game of uncertain outcome is a positive sum game in relation to the house vendor such that  
3  $\Phi_{H,0} > 0$ .

1 59. The method of claim 42, wherein if the at least one vendor includes the house vendor, then  
2 the game of uncertain outcome is a positive participant game in relation to the house vendor.

1 60. The method of claim 42, wherein the game of uncertain outcome is a positive sum game in

2 relation to each vendor of the at least one vendor.

1 61. The method of claim 42, wherein the game of uncertain outcome is a positive sum game in  
2 relation to a first vendor of the at least one vendor.

1 62. The method of claim 42, wherein the house is adapted to guarantee that the player cannot  
2 lose more than P percent of the player's initial betting capital, and wherein P is in a range of  
3  $0 \leq P < 100$ .

63. The method of claim 62, wherein P does not exceed 50.

1 64. The method of claim 42, wherein the house is adapted to guarantee that the player's initial  
2 betting capital must increase by at least Q percent, and wherein  $Q > 0$ .

1 65. The method of claim 64, wherein if the at least one vendor includes the house vendor then the  
2 house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  
3  $E^{S-I}_0$ .

1 66. The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain  
2 outcome is a positive sum game.

1 67. The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain

2 outcome is a positive participant game.

1 68. The method of claim 42, wherein if the at least one vendor includes the N outside vendors  
2 then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive,  
3 wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a  
4 percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in  
5 relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

1 69. The method of claim 41, wherein the game of uncertain outcome is adapted for sequential  
2 betting by the player when the game of uncertain outcome is played by the player, wherein the  
3 takehome to the player from the house is adapted to provide the player with an expected  
4 takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

1 70. The method of claim 69, wherein  $S/C$  is constant.

1 71. The method of claim 41, wherein the betting by the player comprises betting by cash, cash  
2 equivalent, bettable scrip, or a combination of thereof.

1 72. The method of claim 41, wherein the betting by the player comprises betting by bettable  
2 scrip.

1 73. The method of claim 72, wherein the bettable scrip is conditionally bettable.

1 74. The method of claim 41, wherein the house comprises a casino.

1 75. The method of claim 41, wherein the house comprises a computer casino.

1 76. The method of claim 75, wherein the player interacts with the computer casino over a data  
2 communication medium selected from the group consisting of an Internet, an Intranet, a cable  
3 television network, a telephone network, a wide area network, a satellite network, a short wave  
4 radio network, and a combination thereof.

1 77. The method of claim 41, wherein the game of uncertain outcome comprises a casino game.

1 78. The method of claim 41, wherein the game of uncertain outcome includes an event selected  
2 from the group consisting of a lottery and a sporting event.

1 79. The method of claim 41, wherein the game of uncertain outcome comprises a game of  
2 chance.

1 80. The method of claim 41, wherein the game of uncertain outcome comprises a game of skill.

1 81. A virtual currency system, comprising scrip and money,  
2 wherein the money is at least one of cash and cash equivalent,  
3 wherein the scrip is generated wholly or in part by a entrance-exchange structure,  
4 wherein the entrance-exchange structure comprises a game of uncertain outcome adapted  
5 to be played by a player,  
6 wherein a house is adapted to pay the player a takehome in a currency for a win of the  
7 game of uncertain outcome by the player based on betting by the player, and  
8 wherein the currency is selected from the group consisting of cash plus scrip and scrip.

1 82. The virtual currency system of claim 81,

2 wherein at least one vendor exists such that the at least one vendor is selected from the  
3 group consisting of a house vendor, N outside vendors such that N is at least 1, and the house  
4 vendor plus the N outside vendors;

5 wherein if the at least one vendor includes the house vendor, then a player may exchange  
6 a portion of the scrip at a scrip-to-items exchange rate  $E^{S-I}_0$  for at least one item provided by the  
7 house vendor; and

8 wherein if the at least one vendor includes the N outside vendors, then

9 the player may exchange a portion of the scrip with the outside vendor  $V_i$  at a scrip-  
10 to-items exchange rate  $E^{S-I}_i$  for at least one item provided by the outside vendor  $V_i$  such  
11 that i is selected from the group consisting of 1, 2, ..., and N, and

12 the outside vendor  $V_i$  may exchange a percentage of the portion of the scrip with the  
13 house for cash at the scrip-to-cash exchange rate  $E^{S-C}_i$  such that i is selected from the



14 group consisting of 1, 2, ..., and N.

1 83. The virtual currency system of claim 81, wherein the scrip circulates within a geographical  
2 area.

1 84. The virtual currency system of claim 83, wherein the geographical area comprises a real  
2 geographical area.

1 85. The virtual currency system of claim 83, wherein the geographical area comprises a virtual  
2 geographical area.

1 86. The virtual currency system of claim 81, wherein:

2 the scrip is convertible to cash at a market scrip-cash exchange rate  $R^{S-C}$  such that each  
3 unit of scrip converts to  $R^{S-C}$  dollars of cash;

4 cash is convertible to scrip at a market cash-scrip exchange rate  $R^{C-S}$  such that each dollar  
5 of cash converts to  $R^{C-S}$  units of scrip; or

6 a combination thereof.

1 87. The virtual currency system of claim 86, wherein  $R^{S-C} \times R^{C-S} = 1$ .

1 88. The virtual currency system of claim 86, wherein  $R^{S-C} \times R^{C-S} < 1$ .

1 89. The virtual currency system of claim 86, wherein  $R^{S-C} \times R^{C-S} > 1$ .

1 90. The virtual currency system of claim 81:

2 wherein the virtual currency system comprises K currencies  $C_1, C_2, \dots, C_K$  such that K is  
3 at least 1;

4 wherein at least one of  $C_1, C_2, \dots, C_K$  includes the scrip;

5 wherein each currency  $C_k$  may be converted into currency  $C_j$  in accordance with an  
6 exchange rate matrix  $[R]$  of order K such that  $C_j = \sum_k (R_{jk} C_k)$ ;

7 wherein  $R_{jk}$  denote the matrix elements of  $[R]$  such that indices j and k each vary from 1  
8 to K;

9 wherein  $\sum_k$  denotes a summation over k from k=1 to k=K; and

10 wherein  $R_{jk}$  denote an exchange rate from currency  $C_k$  to currency  $C_j$ .

1 91. The virtual currency system of claim 90, wherein  $R_{kk} = 0$  for  $k = 1, 2, \dots$ , and K.

1 92. The virtual currency system of claim 90, wherein  $R_{jk} = 0$  for at least one combination of j and  
2 k such that  $j \neq k$ .

93. A entrance-exchange structure, comprising a scrip-to-items exchange rate  $E^{S-I}_i$  and a scrip-to-cash exchange rate  $E^{S-C}_i$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ :  
 wherein  $N$  is at least 1;  
 wherein a game of uncertain outcome is adapted to be played by a player;  
 wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player;  
 wherein the currency is selected from the group consisting of cash plus scrip and scrip;  
 wherein  $N$  outside vendors exist;  
 wherein the player may exchange a portion of the scrip with the outside vendor  $V_i$  at the scrip-to-items exchange rate  $E^{S-I}_i$  for at least one item provided by the outside vendor  $V_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ ; and  
 wherein the outside vendor  $V_i$  may exchange a percentage of the portion of the scrip for cash at the scrip-to-cash exchange rate  $E^{S-C}_i$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

94. The entrance-exchange structure of claim 93, wherein two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

95. The entrance-exchange structure of claim 93, wherein  $N$  is at least 2 and  $E^{S-I}_i$  is independent of  $i$  such that  $E^{S-I}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

1 96. The entrance-exchange structure of claim 93, wherein  $N$  is at least 2 and  $E^{S-C}_i$  is independent  
2 of  $i$  such that  $E^{S-C}$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

1 97. The entrance-exchange structure of claim 93, wherein  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent  
2 profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 98. The entrance-exchange structure of claim 93, wherein  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent  
2 profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 99. The entrance-exchange structure of claim 93, wherein  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent  
2 profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 100. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a  
2 positive sum game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

1 101. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a  
2 positive participant game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

1 102. The entrance-exchange structure of claim 93, wherein two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  
2  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ ,  
3 wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for  
4 the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 103. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a  
2 positive sum game in relation to each vendor of the at least one vendor.

1 104. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a  
2 positive sum game in relation to a first vendor of the at least one vendor.

1 105. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that  
2 the player cannot lose more than P percent of the player's initial betting capital, and wherein P is  
3 in a range of  $0 \leq P < 100$ .

1 106. The entrance-exchange structure of claim 105, wherein P does not exceed 50.

1 107. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that  
2 the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ .

1 108. The entrance-exchange structure of claim 107, wherein if the at least one vendor includes  
2 the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-  
3 to-items exchange ratio  $E^{S-I}_0$ .

1 109. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that  
2 the game of uncertain outcome is a positive sum game.

1 110. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that  
2 the game of uncertain outcome is a positive participant game.

1 111. The entrance-exchange structure of claim 93, wherein if the at least one vendor includes the  
2 N outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  
3  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ ,  
4 wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for  
5 the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

1 112. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is  
2 adapted for sequential betting by the player when the game of uncertain outcome is played by the  
3 player, wherein the takehome to the player from the house is adapted to provide the player with  
4 an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  
5  $0 \leq C < 1$  and  $S > 0$ .

1 113. The entrance-exchange structure of claim 112, wherein  $S/C$  is constant.

1 114. The entrance-exchange structure of claim 93, wherein the betting by the player comprises  
2 betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

1 115. The entrance-exchange structure of claim 93, wherein the betting by the player comprises  
2 betting by bettable scrip.

1 116. The entrance-exchange structure of claim 115, wherein the bettable scrip is conditionally  
2 bettable.

1 117. The entrance-exchange structure of claim 93, wherein the house comprises a casino.

1 118. The entrance-exchange structure of claim 93, wherein the house comprises a computer  
2 casino.

1 119. The entrance-exchange structure of claim 118, wherein the player interacts with the  
2 computer casino over a data communication medium selected from the group consisting of an  
3 Internet, an Intranet, a cable television network, a telephone network, a wide area network, a  
4 satellite network, a short wave radio network, and a combination thereof.

1 120. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome  
2 comprises a casino game.

1 121. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome  
2 includes an event selected from the group consisting of a lottery and a sporting event.

1 122. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome  
2 comprises a game of chance.

- 1 123. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome  
2 comprises a game of skill.

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124. A method of executing a entrance-exchange structure, comprising dealing with a scrip-to-items exchange rate  $E^{S-I}_i$  and dealing with a scrip-to-cash exchange rate  $E^{S-C}_i$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ :

wherein  $N$  is at least 1;

wherein a game of uncertain outcome is adapted to be played by a player;

wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player;

wherein the currency is selected from the group consisting of cash plus scrip and scrip;

wherein  $N$  outside vendors exist;

wherein dealing with the scrip-to-items exchange rate  $E^{S-I}_i$  comprises permitting, by outside vendor  $V_i$ , the player to exchange a portion of the scrip with the outside vendor  $V_i$  at the scrip-to-items exchange rate  $E^{S-I}_i$  for at least one item provided by the outside vendor  $V_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ ; and

wherein dealing with the scrip-to-cash exchange rate  $E^{S-C}_i$  comprises exchanging a percentage of the portion of the scrip from the outside vendor  $V_i$  for cash at the scrip-to-cash exchange rate  $E^{S-C}_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

125. The method of claim 124, wherein two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

126. The method of claim 124, wherein  $N$  is at least 2 and  $E^{S-I}_i$  is independent of  $i$  such that  $E^{S-I}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

1 127. The method of claim 124, wherein  $N$  is at least 2 and  $E^{S-C}_i$  is independent of  $i$  such that  $E^{S-C}_i$   
2 is constant, for  $i = 1, 2, \dots$ , and  $N$ .

1 128. The method of claim 124, wherein  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player  
2 in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 129. The method of claim 124, wherein  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house  
2 in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 130. The method of claim 124, wherein  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the  
2 outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 131. The method of claim 124, wherein the game of uncertain outcome is a positive sum game in  
2 relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

1 132. The method of claim 124, wherein the game of uncertain outcome is a positive participant  
2 game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

1 133. The method of claim 124, wherein two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive,  
2 wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a  
3 percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in  
4 relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

1 134. The method of claim 124, wherein the game of uncertain outcome is a positive sum game  
2 in relation to each vendor of the at least one vendor.

1 135. The method of claim 124, wherein the game of uncertain outcome is a positive sum game in  
2 relation to a first vendor of the at least one vendor.

1 136. The method of claim 124, wherein the house is adapted to guarantee that the player cannot  
2 lose more than P percent of the player's initial betting capital, and wherein P is in a range of  
3  $0 \leq P < 100$ .

1 137. The method of claim 136, wherein P does not exceed 50.

1 138. The method of claim 124, wherein the house is adapted to guarantee that the player's initial  
2 betting capital must increase by at least Q percent, and wherein  $Q > 0$ .

1 139. The method of claim 107, wherein if the at least one vendor includes the house vendor then  
2 the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange  
3 ratio  $E^{S-I}_0$ .

1 140. The method of claim 124, wherein the house is adapted to guarantee that the game of  
2 uncertain outcome is a positive sum game.

1 141. The method of claim 124, wherein the house is adapted to guarantee that the game of  
2 uncertain outcome is a positive participant game.

1 142. The method of claim 124, wherein if the at least one vendor includes the N outside vendors  
2 then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive,  
3 wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a  
4 percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in  
5 relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

1 143. The method of claim 124, wherein the game of uncertain outcome is adapted for sequential  
2 betting by the player when the game of uncertain outcome is played by the player, wherein the  
3 takehome to the player from the house is adapted to provide the player with an expected  
4 takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

1 144. The method of claim 143, wherein  $S/C$  is constant.

1 145. The method of claim 124, wherein the betting by the player comprises betting by cash, cash  
2 equivalent, bettable scrip, or a combination of thereof.

1 146. The method of claim 124, wherein the betting by the player comprises betting by bettable  
2 scrip.

1 147. The method of claim 146, wherein the bettable scrip is conditionally bettable.

1 148. The method of claim 124, wherein the house comprises a casino.

1 149. The method of claim 124, wherein the house comprises a computer casino.

1 150. The method of claim 149, wherein the player interacts with the computer casino over a data  
2 communication medium selected from the group consisting of an Internet, an Intranet, a cable  
3 television network, a telephone network, a wide area network, a satellite network, a short wave  
4 radio network, and a combination thereof.

1 151. The method of claim 124, wherein the game of uncertain outcome comprises a casino game.

1 152. The method of claim 124, wherein the game of uncertain outcome includes an event  
2 selected from the group consisting of a lottery and a sporting event.

1 153. The method of claim 124, wherein the game of uncertain outcome comprises a game of  
2 chance.

1 154. The method of claim 124, wherein the game of uncertain outcome comprises a game of  
2 skill.

1 155. An entrance-exchange structure, comprising:  
2 scrip; and  
3 an activity of uncertain outcome adapted for at least one participant, wherein a house is  
4 adapted to pay a participant of the at least one participant a takehome in a currency for at least  
5 one potential outcome of the activity of uncertain outcome, based on entrance by the participant  
6 in relation to the activity, and wherein the currency is selected from the group consisting of cash  
7 plus scrip and scrip.

156. The entrance-exchange structure of claim 155, wherein the activity comprises a game.

157. The entrance-exchange structure of claim 156, wherein the participant comprises a player.

158. The entrance-exchange structure of claim 156, wherein the entrance comprises a placing of  
a bet.

1 159. The entrance-exchange structure of claim 155, wherein the entrance comprises a payment of  
2 a fee.

1 160. The entrance-exchange structure of claim 156, where the at least one potential outcome  
2 comprises a win of the game.

1 161. The entrance-exchange structure of claim 156, wherein the game comprises a game of

